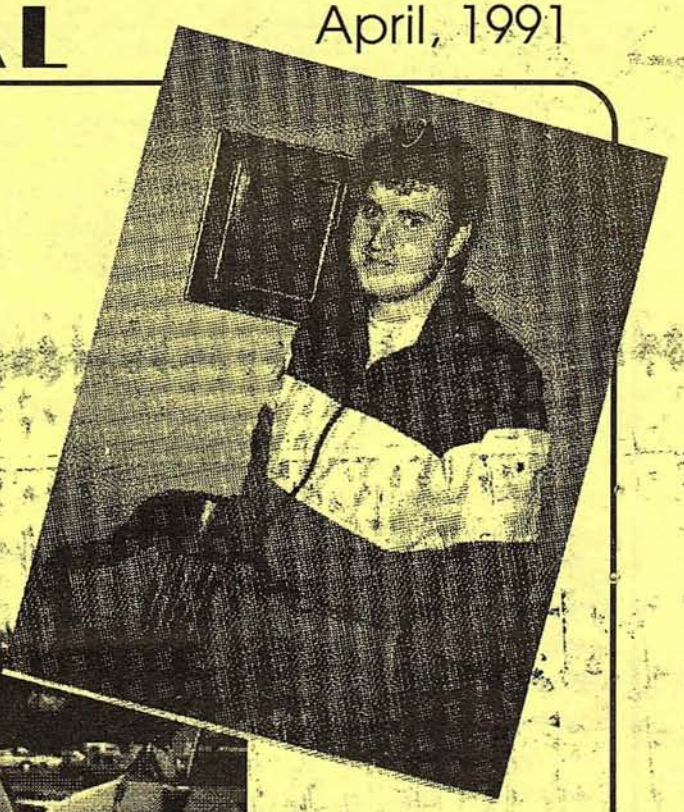
San Leandro Computer Club

S·L·C·C

JOURNAL

April, 1991



Put Them Together and What've You Got?

An article on page 10.

ATY Computer (415) 482-3775

3727 13th Ave., Oakland CA 94610

(Between E38th St. and Excelsior Ave. above HWY580)

First let me thank you for all the support you have given us. I would like to share with you some of my feelings on good business.

I strongly agree that piracy hurts big companies but kills small ones and puts your local dealer out of business. If you use the service from your local dealer it is only fair that you buy from him, not through a mail order house.

I do believe today's business place is never more competitive. Everyone is cutting prices and claiming to be the lowest price dealer. In fact prices have been cut to the point that everyone is selling at almost the same prices. So what makes a customer come to us instead of others is the quality of our service. We at ATY are proud to provide you with the best and honest service.

Thank You

Alex Yu, Owner

What's new ?

ISAC Hi Res Color Video Board $599

This allows Mega owners to use 1024 X 768 hi res large screen color or grey scale monitors. Imagine what you can do with DTP programs such as Pagestream and Calamus, CAD applications, or spreadsheet programs. In color mode this board gives you higher resolution than that of the TT's.

SupraModem 2400 *plus* $209

This modem includes MNP 2-5 & CCITT V. 42 for hardware error correction & data compression protocols. Up to 9600 bps throughput when using V. 42. And it is half the price of a 9600 bps modem.

Autoswitch Overscan $109

Overscan uses the black border around the screen to substantially improve the size and resolution of your monitor, with improvements up to 50%. Will work with most software and will automatically switch back to normal mode if not compatible. This is a hardware modification from Germany.

TT030's .....$call

Finally the Atari super-stuff TT030's computer is here. And it is only available at your authorized Atari dealers. Quantity is limited so hurry to reserve yours.

AdSpeed 16 mhz Accelerator $269

This accelerator board from ICD really works and is 100% compatible with all software. Many programs we tested ran two times faster.

High Density Floppy Module $79

This by far is the most inexpensive path to HD floppy capability for your ST. Easy to install with complete documentation.

Hours: M-F 3:30-7p.m., Sat 12-5p.m.

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April Guest Editor: Jim Hood
Nag: Keith Sammons

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An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the Journal and participation in club activities. A membership application elsewhere in this issue details an opportunity you can't pass up.

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April • 1991

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CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	Main Meeting 8:00 p.m. San Leandro Library 2	3	4	5	6
7	ST Meeting 8:00 p.m. San Leandro Library 8	9	10	11	12	13
14	15	16	17	Publishing SIG 7:30 p.m. 18	19	20
21	22	23	ST Beginners' SIG 7:30 p.m. 24	25	Journal Deadline 26	27
28	29	30				

Important Stuff

Jim Hood

Let's get to the *most* important thing first.

You realize that to be a real computer nerd you have to stay up most of the night futzing around on your computer while your friends are out partying, developing romantic liaisons, or whatever it is normal people do.

But sometimes that is hard to do. Even for the nerdiest of us. Sometimes we need that extra shot of caffine to get us past the 3 a.m. slump.

So I've had my scouts out searching (between parties and liaisons) and they've come up with two fairly reliable sources of **Jolt Cola**!

Both are in Alameda.

Concina Maria is at 2525 Blanding Avenue, next to a Radio Shack. Get your Jolt and diodes all in one stop! In case you're coming from Union City and want to confirm availability, phone 865-6623.

Dimitra's Sandwiches To Go also usually stocks Jolt. There was even a report of them having it in glass bottles on one occasion! They are located at 1251 Park Street. Their phone is 521-3737.

Raffle

If Goldleaf Publishing makes it to the upcoming General Meeting, they said that they plan to donate Wordflair II.

We had planned to raffle the donated copy of LDW Power, but if the members prefer we could hold it and raffle Wordflair II. Or, if you promise to buy lots and lots of tickets, we could raffle both. Let's decide Tuesday.

Nominations/Election

Officers are to be elected in July, unless we have another of those shameful displays of apathy like last year when everyone said "Aw, you guys just do it again."

I know that many of you would love to be an *elected officer*, but don't want to hurt the feelings of the present officers, who have done such really outstanding jobs these last several years, but what the heck, go for it anyway.

After all, putting personal ambition ahead of friendship has given us many of the great government officials that we are blessed with today. Why shouldn't we strive for that same excellence in the SLCC?

So look around at the next meeting for a friend and if you see he (or she – let's not get the feminists riled up) is absent – nominate him (or her). You'll be remembered for it!

Atari Earnings

• *4th Quarter* •
Sales – $151.9E+6
Net Income – $8.8E+6
• *Year* •
Sales – $411.5E+6
Net Income – $14.9E+6

During the fourth quarter, Atari repurchased a portion of its 5¼ % subordinated convertible debentures which resulted in an extrodinary credit of $14.2E+6.

Likewise, a similar repurchase in the third quarter resulted in an extrodinary credit of $6.9E+6.

Without these, they would have reported a loss.

Their March 8 press release said "During the fourth quarter of 1990, the company made significant inventory reserves, including its traditional U.S. video game products, to reflect current market value."

Does that mean they had a lot of overpriced, unbought stuff backlogged in the warehouse.

If so, the new Lynx and 1040STᴱ prices should help.

Prices

Speaking of which; in his February 6 GEnie conference Greg Pratt gave the following suggested retail prices:

1040STE	$ 599.95
Mega STE [2M]	1699.95
Mega STE [4M]	1849.95
TT030/2-50	2399.95
TT030/4-50	2799.95
TT030/8-80	3799.95
Megafile 30	599.95
Megafile 44 [w/cart]	899.95
Megafile 60	799.95
SLM605 Laser	1295.95.

RANTINGS AND RAYVINGS

By Ray Thomas

SNIFFING THEM OUT

Watch the next issue of **MICROTIMES** for an editorial announcement concerning our DTP SIG. One of their writers read my article in the last issue of this newsletter and called me about it.

Unfortunately, he caught me by surprise and I wrote his name down on a scrap of paper which has since been lost. So I can't tell you his name. But I suspect it's the guy who writes the **Atari ST** column.

MAKE YOUR OWN GRAPHICS!

I've been doing some experimenting in my quest for more and better graphics to use in my typesetting/publishing business and have learned some interesting things.

Some of you may have been having as much trouble as I've been having in locating good looking graphics. There just aren't that many good graphics available for the Atari market.

However, since **Pagestream** can now use IMG graphics directly, it has opened up somewhat.

But the interesting thing I've found is that, not only can we use IBM graphics, simply by running them through Touchup and putting them into IMG format, we can also scan graphics at a service bureau, using a MacIntosh scanning program. No longer do we have to search out an Atari dealer to do our

scanning when we don't live near one.

Simply take the graphics you want scanned to a service bureau that has a scanner, scan it as a .TIF format file (or into any other format that can be used by Touchup) and take it home.

You can scan an entire page of small graphics at 50% (uncompressed) in .TIF and they will import into Pagestream at half the size of the original. Or you can scan half a page at 100% and it will import at the same size as the original.

If you want large graphics like the one below or even larger, you can depend on its import size in .TIF.

When you get it home, open it in Touchup and "clean it up." Then save it as IMG. That's all there is to it!

The graphic below comes from Dynamic Graphics, Inc., 6707 N. Sheridan Rd., Peoria, IL 61614. I'm a subscriber, so I have the right to use these graphics as long as I don't resell them as a graphic service. The full service is expensive, but they have less-expensive services too, where you can buy books of graphics with reproduction rights for less money.

I scanned this one at 121% of its original size to get it this big. I was able to do this and one other in the same scan. Try it! You'll like it!

ATARI CORP. REPORTS BEST SALES MONTH EVER FOR ITS LYNX PRODUCT IN FEBRUARY

CHICAGO (MARCH 19)
PR NEWSWIRE

• Atari Corp.'s Entertainment Division reports that February was the best sales month ever for its color portable video game system, the Atari Lynx.

• Atari Lynx sales in February 1991 topped sales for the entire fourth quarter of 1990.

• The Lynx had its best month in the face of shrinking consumer spending during the current recession and the gulf war.

• In January, Atari dropped the price of the basic Lynx system from $179 to $99 and offered a $149 package that includes the Lynx, AC adaptor, a ComLynx cable for multiple player games, a California Games four-in-one game cartridge and a coupon for a free game cartridge.

• Nearly half of the Lynx systems sold in February were for the $149 package.

• Sales of Blue Lightning, Atari's action-packed flight mission game, rose 300 percent since the beginning of the Persian Gulf war.

• Atari will be releasing more than 36 new games for the Lynx in 1991, including action adventure games like Tournament Cyberball, Pacland, Turbo-Sub, NFL Football, World Class Soccer, Golf and Hockey.

• Atari is one of a handful of U.S. companies that is winning market share back from Japanese competitors.

• "If Nintendo already has the lion's share of the market, we like to think we have the Lynx share," Atari Entertainment President Larry Siegel said.

★ ★ ★

WHO'S ZOOMIN' WHO Dept: Did any of you within the sound of my voice pay in advance for *Zoomracks III?* Did you fret about said monies when the developer, Paul Heckel, went bust before delivering the program? Well, here's your chance to *do something about it*, and possibly get your money back. Chuck Thorp, ex-prez of ex-COAST, is ready to pursue the matter and feels the time is right. Why now? Well, Apple has just settled a suit by Heckel, wherein Heckel alleged that *Hypercard* (ha!) infringed on the look-and-feel of *Zoomracks!* Heckel now has money, which he did not before. (What happened to the advance payments is a good question.) Anyway, call Chuck at (415) 945-1949 if you lost money on Zoomracks and want to get it back...For those skeptical about the Rev. Mr. Thorp's ability to recover funds, I note that Chuck was once a collection agent before taking up the cloth. Very effective, too. I watched him extract booth rental from possible deadbeat exhibitors at the Northern California Atari Expo in '86...

★ ★ ★

From the HERB CODE Column in the March '91 A.B.A.C.U.S. Newsletter

Membership Application for the San Leandro Computer Club

Yes! I would like to receive 12 months of the SLCC JOURNAL along with other membership benefits, including software discounts, training, technical assistance and much, much more - all for the low, low price of $20.00 (or $40.00 if I am outside the US or Canada).

Name:_____ Date:_____

Address:_____
(Street) (City) (State) (ZIP)

Home Phone:_____ (Optional) Membership No.

Computer(s)_____

Software Interests: ☐ Home Finance ☐ Desktop Publishing ☐ Games ☐ Scientific ☐ Business ☐ Word Processing ☐ Educational ☐ Music ☐ Art

Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

April, 1991

by Bob Woolley

I told you it was going to get interesting.....

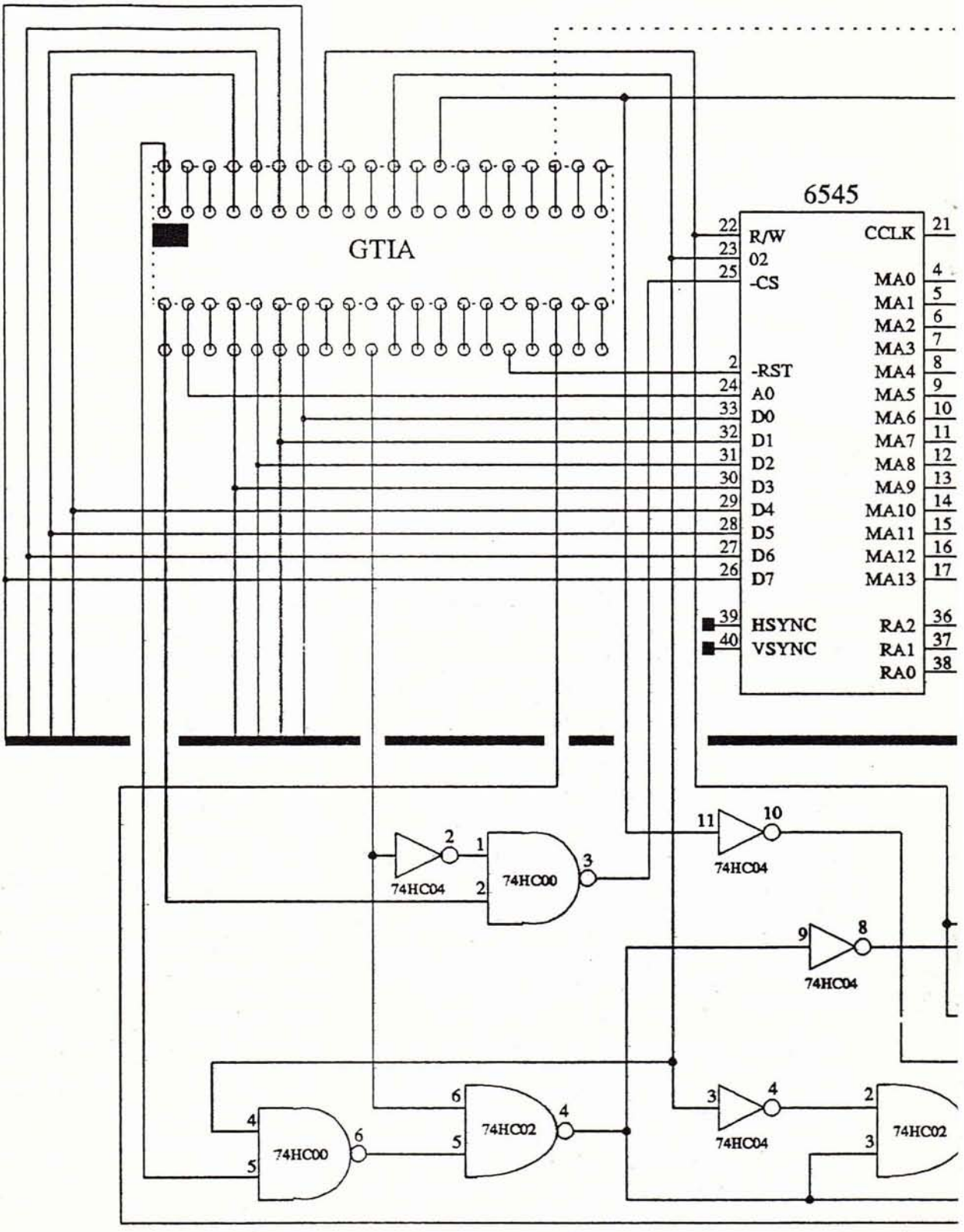
First, let me apologize all over the place for the "schematic" last month. These articles are not intended to be complete construction projects for the average guy, but last month's layout was a little sparse even for me! I seem to spend more time doing the text and schematics for something like this than the hardware itself. Consequently, these things are only minimally sufficient and a good portion of the input must come from the reader (it builds character...). This month contains a little better detail on the circuitry. Took a bunch of time, still no guarantee that it is exactly right, but something very close to this does what I describe in the article!

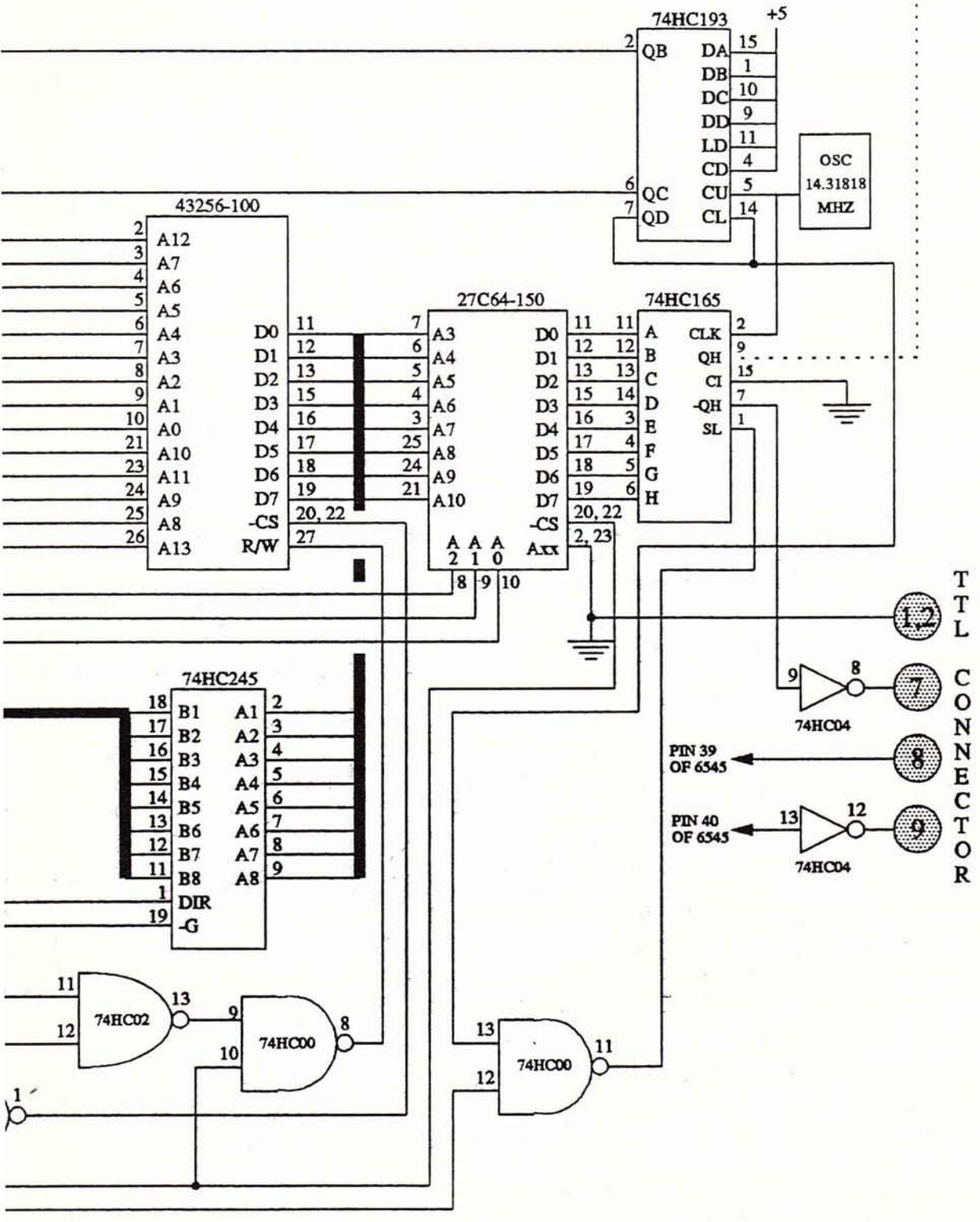
This version is a bare-bones, 80 column display that can be directly written by the 6502 in your 8-bit. It does not have an alterable character set, nor does it allow multiple shades of grey (keep your shirt on - I'll get to it) on either your normal 40 column screen or the TTL monitor. It does produce a really nice 80 columns on both your normal display (if you want it that way) and a TTL style monitor. There is 16K of screen memory that can be scrolled in hardware as little as one character at a time, or as many characters as you wish. This memory can be read or written directly (you can use it for scratch memory, even) from a single system address, $D604.

I built one of these things on a PC board that plugs into the GTIA socket of one of my 1200XLs. You need to add two wires on the bottom of the motherboard (see last month) - don't forget them! The GTIA representation is supposed to show the mounting arrangement as well as the wiring. Please note the disconnected pins, 10, 16, and 28. Pins 10 and 16 supply signals from the motherboard - pin 28 feeds a signal to the GTIA chip. All of the pins on the ICs are not called out - power, for example. This is not a project for beginners! If you do get stuck, drop me a line and I'll try to help you out.

I really don't know what else to say about the circuit.... You can use an 8K RAM if you like (a 6264) and just not hook up the MA13 bit - no problem. I will be adding a control latch to allow use of all 32K at some point, so even if you must pay a couple of bucks for the 43256, it is worth it. Note that I specify a 100ns part. Don't scrimp and get something like a 6264-200. It may not work! Same goes for the EPROM. I want to use a RAM here (for the character memory) so we can alter the character set whenever we like, but that is a LOT more circuitry. In the next version, the control reg will not only select a 16K screen bank, but multiple character set banks. In my version, I just loaded the standard Atari character set (from the OS ROM) into the first 2K of the EPROM (256 characters * 8 bytes). You just write the data into the EPROM exactly the way it is set into memory - eight bytes per character. The 80 column display then looks exactly like a 40 column display. In fact, you can copy the 40 column display directly from memory with an M/L program like this:

```
0100  *=$600
0110  LDY #$00; set up screen
0120  LDA #$12; memory address
0130  STA $D602; to $0000
0140  STY $D603
0150  LDA #$13
0160  STA $D602
0170  STY $D603
0180  LDA #$1F; use reg 31
0190  STA $D602
0200 LP LDA ($13),Y; get a random
0210  STA $D604; character and fill
0220  STA $D603; screen memory
0230  DEY
0240  BNE LP
0250  DEX; 64K characters!
0260  BNE LP
0270  JSR WAIT
0280  LDY #$00; screen address to
0290  LDA #$12; 0000 again
0300  STA $D602
0310  STY $D603
0320  LDA #$13
0330  STA $D602
0340  STY $D603
0350  LDA #$1F
0360  STA $D602
0370  LDA $92C0,Y; get a character
0380  LDX #$00; from the GR.0 screen
0390 LP2 STA $D604; store character
0400  LDA $9C40,Y; get next character
0410  STA $D603; bump screem address
0420  INY
0430  BNE LP2
0440  DEX; 64K times again!
0450  BNE LP2
0460  JSR WAIT
0470  JMP $600; do forever....
0480 WAIT LDA #$C0
0490  STA $14
0500  LDA $13
0510  TAX
0520 WT CPX $13
0530  BEQ WT
```


GTIA
6545
22 R/W
23 02
25 -CS
2 -RST
24 A0
33 D0
32 D1
31 D2
30 D3
29 D4
28 D5
27 D6
26 D7
39 HSYNC
40 VSYNC
CCLK 21
MA0 4
MA1 5
MA2 6
MA3 7
MA4 8
MA5 9
MA6 10
MA7 11
MA8 12
MA9 13
MA10 14
MA11 15
MA12 16
MA13 17
RA2 36
RA1 37
RA0 38
74HC04
74HC00
74HC02


74HC193
+5
QB
QC
QD
DA
DB
DC
DD
LD
CD
CU
CL
OSC
14.31818
MHZ
43256-100
A12
A7
A6
A5
A4
A3
A2
A1
A0
A10
A11
A9
A8
A13
D0
D1
D2
D3
D4
D5
D6
D7
-CS
R/W
27C64-150
A3
A4
A5
A6
A7
A8
A9
A10
A 2 A 1 A 0
Axx
74HC165
A
B
C
D
E
F
G
H
CLK
QH
CI
-QH
SL
74HC245
B1
B2
B3
B4
B5
B6
B7
B8
A1
A2
A3
A4
A5
A6
A7
A8
DIR
-G
74HC02
74HC00
74HC00
74HC04
74HC04
PIN 39
OF 6545
PIN 40
OF 6545
TTL CONNECTOR

```
0540 RTS
```

This is actually a demo to show how quickly you can write a full screen of data to this guy. It alternates a screen full of random characters with the data on the 40 column screen. I haven't timed the screen write, but it appears instantaneous to the eye. I would guess 50 clocks * 1920 characters.... maybe 50 milliseconds?

The normal Atari character set is designed to produce a display on a television and therefore has much thicker vertical strokes than are necessary. You may want to experiment with alternate character sets (there are a zillion of them). Just dump them into your EPROM and use a switch to select the bank (or, wait for me to add the control reg...).

You may also want to experiment with using the 16K screen RAM as a ramdisk also. You can read the 43256 as well as write it, you know. Just set up your memory address and read away!

Want to play some more? The parameters you use to initialize the 6545 (from last month) can be altered to give you up to 112 characters per line (8 bit wide characters) or 224 characters per line (4 bit characters). Just don't alter the total horizontal or vertical clock count or you will lose sync with the Atari screen. Speaking of which, see the dotted line between pin 9 of the HC165 and pin 23 on GTIA? That is the luminance bit 2 that shows the 80 column screen in the background of the normal Atari display. If you don't want it, leave out the wire. Also, add a 470 ohm resistor in that line (ooops!)

I have made a few alterations to the INIT program:

```
100 Rem 3/4/91
110 Addr=54786
120 Reg=54787
130 Read R,V
140 If R=255 Then 180
150 Poke Addr,R
160 Poke Reg,V
170 Goto 130
180 Stop
190 Data 0,113,1,80,2,104,3,56
200 Data 4,31,5,06,6,24,7,30
210 Data 8,136,9,7,10,97,11,8
220 Data 12,00,13,00,14,00,15,08
225 Data 255,255
```

This seems to work pretty well, but as I said, you can alter the characters/line (reg 01) and rows/frame (reg 6) to suit an application. Just don't go nuts.

And, check in next month for more ..... !

OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Program Chairman

I guess everyone has noticed that these columns describe our latest D.O.M. plus one or more of the disks issued since January 1990. After next month, all the 1990 disks will have been covered, so I'll have to find a little different format.

Three of our last four disks have been devoted to 'serious' subjects. It's time to lighten up! The March D.O.M. is entirely games;- except for two programs designed to help you write text adventures.

Another feature of this disk is a really unusual version of Battleship. Even though the game itself is rather simple; I couldn't resist the detailed graphics, multiple options, and fine programming.

Besides these, the disk includes five arcade type (action) games. One of these (SYNTRON2) is an update of an earlier version - thanks to Bob Woolley for downloading it.

Like earlier columns, this one is printed on my Star gemini-10X (dot matrix) using DAISY-DOT III.

Now, let's get to the disks:-

SLCC DISK- March 1991

As I said, this is an all-games disk. It has ten games;-four are text adventures, written with one of the two text adventure creators.

```
CREATION.BAS- use to write text adventure
  DEMO.ADV- sample text adventure
  AARON.ADV- prize winner text adventure
  CASTLES.ADV- runner-up text adventure
  KINGDOM.ADV- runner-up text adventure
CREATEDL.BAS- deluxe adventure creator

GLOB.EXE- (Cosmic Glob) action
CODFISH.BAS- (Codfish Ball) action
  CODFISH.DOC- DOC for above

TITLE.BAS (=RUN this to play
TITLE.FNT -     "Naval Battle".
NAVBAT.BAS-       All others are
TWOPLY.BAS-         support and
DEMO.BAS  -           auxiliary
SHIP9.FNT -             files!!
```

TXCRUNCH.BAS- arcade style action

SYNTRON.OBJ- 1 or 2 pl., action
SYNTRON2.OBJ- 1 player, action
SYNTRON.DOC- DOC for both versions

PROGRAM COMMENTS

CREATION.BAS- is from ANTIC, March 1988 (V.6/#11) by Stephen Stout. It will guide you in creating text adventure games of your own. A sample game is included - see DEMO.ADV. Look up the article "Adventure Creation Kit" for more information.

ANTIC held a contest and published three prize winning Text Adventures in its October 1988 issue (Vol.7/#6). AARON.ADV placed first; the runners-up were CASTLES.ADV and KINGDOM.ADV. All were written with CREATION.BAS;- see the magazine article for more details.

CREATDL.BAS is a (deluxe) enhanced follow-up to the original. You must read the Nov. 1988 ANTIC article for details, if you intend to use it.

GLOB.EXE- (Cosmic Glob) for one or two persons, with J/S. An action game with good graphics and a lot of options. By Rich B. Enns.

CODFISH.BAS-(CODFISH BALL) is also an action game. It's from SOFTSIDE Magazine- by David Plotkin. Another oldie, but goodie! Read the file CODFISH.DOC for instructions.

Naval Battle is an elegant version of battleship. Graphics and playing options are outstanding! It is self explanatory, but you can look up the 12/1989-1/1990 issue of ANTIC (Vol.8, No.7) for more info. To play it RUN TITLE.BAS. John Hutchinson & David Rajala are the programmers.

TXCRUNCH.BAS- another action game, is from ANALOG #77 (10/89). For one player with J/S. By Frank Martone,- it might remind you of LIVEWIRE!

SYNTRON.OBJ by Jon Snyder, is from ANALOG #33 (8/1985)- SYNTRON2.OBJ is an update. Both games are explained in SYNTRON.DOC.

SLCC Vol.8,#3 (3/90)

This disk's main features are:

1. BOBTERM (6 files, total).
2. DRAWPAC (5 files, total).
3. ROTO.OBJ- an ACTION game.
4. REVERSI.OBJ:- see below.
5. MYDOS version 4.5.
6. MENUMY.DOS- BASIC loading menu

The first four programs (on the back) are BINary files. Load them with DOS "L"; -or boot the back without BASIC, and choose with the 'Mini-Menu'.

Boot the front of this disk with BASIC! It has the DOC files for BOBTERM and DRAWPAC with MYDOS and MENUMY.DOS. It has two reader programs which can read (TEXTVIEW); or read and print out the DOCs (READER);- plus a program which displays the disk DOC automatically on boot-up (AUTODOC.RDR).

BOBTERM (on the back) is a telecomm program, by Robert Puff. The Modules (auxiliary programs) associated with it are:-

SX.COM; XM.COM; MPP.COM; CP.BTM & XEP80.BTM.

The DOC files which explain it are:-

DOCS.TXT; SDX.TXT; MODULE.TXT & READ.ME.

DRAWPAC is a drawing program, written in compiled Turbo Basic, by Jim Tesch. It will only work on an XL or XE. It consists of the files:-

RUNTIME.COM; AUTORUN.CTB and APAC.OBJ.
TITLE.P19 and LOGO2.APC (picture data)
DRAWPAC.DOC (front) explains it.

ROTO was written in ACTION by Mike Stortz. It appeared in ANALOG #31 (6/85); it is self explanatory, and mildly addictive.

REVERSI.OBJ is a complex form of Othello. [SELECT] sets color or B/W; J/S sets level; trigger starts. You play the computer in levels 1, 2, & 3. It indicates its move, and waits for you to press the trigger. On level 4 the computer shows its logic. Levels 5 & 6 are for 2 players

MYDOS ver.4.5 is now in Public Domain. It is very similar to ATARI DOS, but it can be used with a Hard Disk, etc. A future disk will explain this excellent DOS in detail.

The disk menu (MENUMY.DOS) is adapted from MENUPLUS. It won't load BINary files under MYDOS (Note: our February 1991 disk (Vol.9,#2) has the "debugged" version). It may act up with Rev. "A" BASIC!

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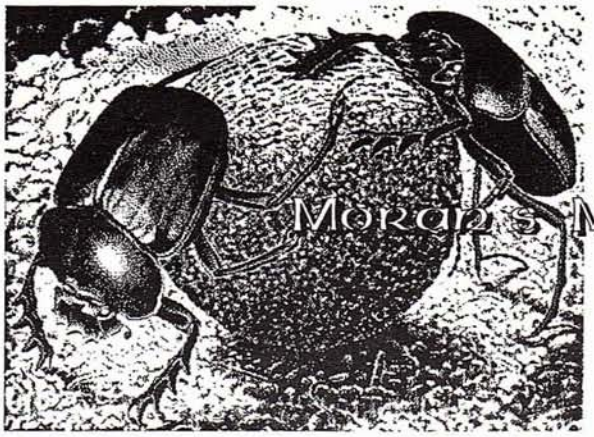

General Meeting Minutes
March 5,1991

The meeting was called to order by President Sammons about 8:12PM. (It took the 12 minutes to push him up on the podium.) All the good guy's were present and accounted for and so were the Officers.

New members and one returning member were introduced. Raffle prizes were listed and thanks given to WINNERS CIRCLE for their donation.

Due to a serious family illness, the guest speaker from WORDFLAIR has canceled their presentation till next month.

The president announced that nominations would be held at both the April and May general meetings for the Officers' election in June. (The only requirement is that you must be a member when nominated. And be willing to work cheap.)

Dave Roman made a short report on the new LDW2 spreadsheet program. Being the type of program it is Dave said there was not much to be said except, it worked well, had good presentation and good Graphics. The review copy of LDW2 will be raffled next month.

RUMOR HAS IT
by TINY BOB

–That the new TT with the UNIX operating system will require a huge amount of ram (16 Megs?) and should have at least a 200 Meg hard drive.

–PAGESTREAM 2.0 is out in BETA form. Lots of good stuff in it.

–ATARI is again looking into putting on some ATARI FAIRS. Probably just a few. Not one a month as they did in the past. (The new user group representative can't move that fast.)

–The stories floating around about ATARI firing it's whole sales staff are not true. There were some changes but not wholesale slaughter as the stories seem to indicate.

The two Bob's, Scholar and Woolley, demonstrated the 8-BIT floppy which contains a whole double sided disk of all kinds of games. Several text adventures and another rendition of the old standby BATTLESHIP highlited the disk.

Being no further business except Hood's crooked raffle the meeting was adjourned at 10:10 PM.

Responsibly Submitted
- *Jim Moran* - Secretary

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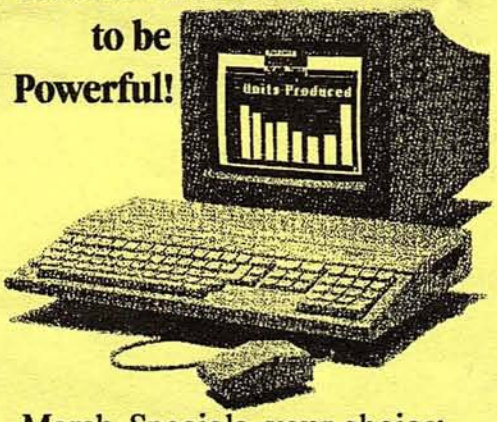

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FROM THE PREZ:

This time for sure! Lauren Sellars of GOLDLEAF PUBLISHING shall be our speaker at the General Meeting showing off WORDFLAIR II and introducing a line of European programs, which reportly include some of the better known applications and programming packages. WORDFLAIR II has the capability of using Atari's ever elusive scaleable fonts. Should make for a great raffle prize for some lucky dues paying member!

Hopefully, by meeting time, we shall have tracked down the mysterious $600 check from Atari and be so flush with filthy lucre that I am sure that those ever-present forces at work to have the Club acquire a TT will attempt to have their way with us.

See you at the meeting.

Thnx,
KK

Nominations for officers begin this month. Hasn't Keith done a fantastic Job?

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General Meeting
April 2, 1991
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